

Inspired From The Novel By Bram Stoker



EPILEPSY WARNING

Please read before using any video game or allowing your children to use one.

Some people could have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or history of seizures. If you or a member of your family has ever shown symptoms (seizure or loss of consciousness when exposed to flickering lights) consult your doctor before playing. Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms – dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions – discontinue use immediately and consult your doctor.

Please Take the Following Game Precautions When Playing Video Games:

Do not sit too close to the television or computer screen. Position yourself with the linking cable at full stretch or at a full arms distance from the computer screen. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10 – 15 minutes per hour while playing video games.

PC installation

- Insert the CD-ROM into the CD-ROM drive.
- If the "autorun" mode is enabled, the installation program starts automatically when you insert the CD-ROM. Otherwise, double-click the icon corresponding to your CD-ROM and double-click "install.exe" and follow the on-screen instructions.

PC uninstall

- Click the "Start" menu and select "Dracula" in the "Programs/Uninstall" menu.

Mac installation

- Double-click the "Install Dracula" icon. The program copies the "Dracula" folder to your hard disk.
- To launch the program, double-click the "Launch Dracula" icon in the Dracula folder.

Mac uninstall

- Click the Dracula folder on your hard disk and drag the folder to the trash. Empty trash.

Contents

○ page 2	Installation
○ page 4	Dracula's Real Story
○ page 5	Options Screen
○ page 6	Game Tools
○ page 7	Inventory
○ page 8	Technical Support
○ page 9	Product Warranty
○ page 10	License Agreement
○ page 11	Credits

Dracula's Real Story

Prince Vlad III was born in 1431 and ruled a territory corresponding to today's Romania, on the borderline between two worlds, the Christian world with Hungary, and the Moslem world, with Turkey. Vlad III is more famous under his two well known nicknames: Tepes (the Impaler) and Dracula.

The origin of the latter is not clear. The Latin "draco" gave "drac" in Romanian, which means both "dragon" and "devil". Vlad III's father, Vlad II, was himself nicknamed Dracul because he belonged to the Order of the Dragon ("Societas draconistarum") founded by Emperor Sigismond of Luxembourg in 1408.

As for the son, Draculae or Dracula, would be "the son of the Dragon" or "the son of the Devil". The nickname Dracula strangely also resembles an old Slavic word, "dr'kol'", which means "stake" or "pale". The word Dracula might therefore echo the Romanian "Tepes" (the Impaler) and recall the type of torture that the prince inflicted on his victims most often.

Dracula's sanguinary career and the double meaning of his name have contributed to building his heretical legend.

Options Screen

Accessing the Options screen

When starting the game, this screen appears automatically. To access the Options screen during the game, press the "Esc" key.

New game

Select this option to start a new game.

Save

To save the current game, click on one of the available locations. You may replace a saved game with a new one by clicking on the picture of the previous game. If you want to quit the screen without saving, click "Return".

Load

To resume your game where you saved it, click on its picture. If you want to leave the screen without loading any game, click "Return".

Quit

Select this option to quit the game.

NOTE:

When you choose to save or load a game, the cursor rests on the Save or Load button for a moment before the save or load screens appear.

Game Tools

Icons and Keys



No action is possible



Specifies the direction in which you can go



Specifies that you can take an object to place it into the inventory



To turn back



Specifies that you must use an inventory object if you want to go any further



Triggers an automatic action



Use this icon to zoom in on details

Left click:

Player's action (move, object capture, etc.)

Right click

(Ctrl key on Mac):

Access to the inventory

"Esc" key:

Access to the Options screen

Spacebar:

Interrupt a motion scene

Inventory

Capturing an object and placing it into the inventory

When your cursor becomes a hand, this means that you can place an object into your inventory. Click the object, and it automatically goes into the inventory.

Accessing the inventory

To access the inventory, click the right mouse button (Ctrl key on Mac).

Using the inventory

When you access the inventory, all the objects you have picked up appear. If you hover your cursor on an object, it appears zoomed in on the center of the rosette.

Click on the object you want to pick up. You automatically return to the game. If the object is circled green, this means you have chosen the right object. Click on it to place it into the game and continue your gameplay.

TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this booklet, you may find further support in the following places:

Online Support – <http://www.dreamcatchergames.com>

Please visit the Technical Support section of our Web site at www.dreamcatchergames.com. We have posted common problems and solutions that may help you.

We also suggest that you complete the Technical Support form located at our Web site. Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

Email Support – techsupport@dreamcatchergames.com

A Representative will return your email by the following business day. Please be as detailed as possible, providing information about your computer and a detailed description of the problem you are experiencing. You may also use the Technical Support form at our Web site for more efficient service.

Phone Support – 416-638-1170

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday.

Please have the following ready:

- 1) Information about your computer's configuration (i.e. RAM, MHz, video and sound cards).
You may use the Technical Support form at our Web site as a guide.
- 2) A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).
- 3) Immediate access to your computer so the Representative may walk you through the steps.
- 4) Pen and paper to take any notes.

PRODUCT WARRANTY

DreamCatcher-The Adventure Company will replace any CD found to be non-operational due to manufacturing defects. Furthermore, for a period of one year after the purchase,

DreamCatcher will replace that disc no matter how it was damaged.

Simply send DRACULA RESURRECTION disc and a check or money order for \$12.00 U.S. (to cover postage and handling) to:

DreamCatcher-The Adventure Company,
1658 N. Milwaukee Ave. Suite #450
Chicago, IL
60647

Under copyright laws, this manual may not be copied, either in whole or in part, without the written permission of DreamCatcher Interactive Inc. DreamCatcher design and mark are trademarks of DreamCatcher Interactive Inc.

Windows is a registered trademark of Microsoft Corporation.
Macintosh™ is a trademark of Apple Computer, Inc. registered in U.S.A. and other countries.

Printed in Canada

LICENSE AGREEMENT

By using DRACULA RESURRECTION, you agree to the terms of the Software License located on the CD-ROM DRACULA RESURRECTION
Packaging Copyright © 2000 DreamCatcher Interactive Inc.
Software Copyright © 2000 Index+ / France Telecom Multimedia / Canal+ Multimedia

PLEASE NOTE:

DREAMCATCHER Interactive Inc. and its licensors make no warranties, express or implied, including without limitation the implied warranties of merchantability and fitness for a particular purpose, regarding the software. DreamCatcher Interactive Inc. and its licensors do not warrant, guarantee or make any representations regarding the use or the results of the use of the software in terms of its correctness, accuracy, reliability, currentness or otherwise. The entire risk as to the results and performance of the software is assumed by you. The exclusion of implied warranties is not permitted by some jurisdictions. The above exclusion may not apply to you.

In no event will DreamCatcher Interactive Inc. or its licensors, and their directors, officers, employees or agents be liable to you for any consequential, incidental or indirect damages (including damages for loss of business profits, business interruption, loss of business information, and the like) arising out of the use or inability to use the software even if DreamCatcher Interactive Inc. and its licensors and their directors, officers, employees or agents have been advised of the possibility of such damages. Because some jurisdictions do not allow the exclusion or limitation of liability for consequential or incidental damages, the above limitations may not apply to you.

Credits

Author Jacques Simian
Co-scriptwriter François Villard
Artistic Director Jacques Simian

Design and animation of 3D settings
Hatem Benabdallah
Jérôme Desvignes
Philippe Moebius
Sébastien Rossignol

Design and animation of 3D characters
Jérôme Combe
Stéphane Hamache

Animation of 3D dialogs
Sébastien Rossignol

**Design assistants and
3D animation of settings**
Virgile Allien
Mathieu Blehaut
Julien Cesbron
Olivier Detesta
Henri Guillard-Beauregard
Séverine Gustin
Katarsys
Julien Lambert
Laurent Ledru
Florent Rouat
Sébastien Theliot

2D animations
Séverine Gustin

2D design assistant
Jean-François Beaudart

Programming
Philippe Bouet
François Villard

Music
Laurant Parisi

Sound effects
Stéphane Papa

Recording - Voiceover
Françoise Blanchard : Mina, Dorko
Marie-Christine Dara : Barina, Zalina
Lorenzo Pancino : Micha, Viorel, Iorga, Goran
Cyril Artaux : Jonathan
Joël Zafarano : Dracula

Facial capture motion
Actisystem
Actor : Stéphane Castang

Dialogs
François Villard

Production assistants
Claude Mercier
Robert Cappadoro

Production
Vincent Berlioz

Editorial committee
Emmanuel Olivier
Bernard Tani
Eve-Lise Blanc Deleuze

Package design
DreamCatcher - The Adventure Company :
Marshall Zwicker
Sean Thompson

Encounter The Myth...

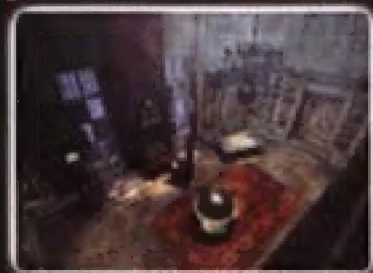
London, 1904. Seven years after defeating and destroying Dracula, Jonathan Harker finds that his wife Mina has been overcome by an irresistible yearning for the bloodlust of the vampire, and has returned to Transylvania.

Your adventure begins as you depart on a journey to save your beloved wife.

Enter into the shadows, explore catacombs and hidden passages as you travel the pathway to darkness.

Become completely immersed in an adventure that you won't soon forget.

...Experience The Adventure



- Fully immersive and addictive storyline
- Unprecedented 3D characters
- Full 360 degree panoramic viewing

- Challenging riddles and puzzles throughout
- Incredibly realistic 3D environments
- Cinematic quality cut scenes

Design and artistic guidance : Jacques Simian

Copyright ©2000 Index+ / France Telecom Multimedia / Canal+ Multimedia
Package design copyright©2000 DreamCatcher Interactive, Inc.
All Rights Reserved. Windows® is a registered trademark of Microsoft Corporation.
All other product names are trademarks of their respective manufacturers.
MADE IN CANADA



www.dreamcatchergames.com